

AMENDMENT TO THE CLAIMS

1. (currently amended) A computer implemented method for selectively loading controls, the method comprising:

~~providing displaying~~ a graphical representation of a first user interface component having a visual appearance of a mechanism for facilitating an input of text;
receiving a first selection input that corresponds to the graphical representation; and
loading a first control in response to the first selection input, that is the first control being associated with the graphical representation and configured to facilitate an incorporation of text into the graphical representation.

2. (currently amended) The method of claim 1, further comprising:

~~providing displaying~~ a graphical representation of a second user interface component having a visual appearance of a mechanism for facilitating an input of text;
receiving a second selection input that corresponds to the graphical representation of the second user interface component;
terminating said first control in response to the second selection input; and
loading a second control in response to the second selection input, that is the second control being associated with the graphical representation of the second user interface component and configured to facilitate an incorporation of text into the graphical representation of the second user interface component.

3. (original) The method of claim 2, wherein the graphical representations of the first and second user interface components are each separate elements of the same user interface.

4. (original) The method of claim 2, further comprising:

receiving a data input that corresponds to said first control;
rendering a representation of the data input as part of the graphical representation of the first user interface component.

5. (original) The method of claim 4, wherein said rendering occurs prior to said terminating.
6. (original) The method of claim 4, wherein said rendering occurs prior to said activating a second control.
7. (original) The method of claim 1, wherein loading a first control comprises loading a textbox control.
8. (original) The method of claim 1, wherein loading a first control comprises loading a combobox control.
9. (original) The method of claim 1, wherein providing a graphical representation of a first user interface component comprises providing a graphical representation of a user interface that includes a plurality of user interface components including the first user interface component.
10. (original) The method of claim 9, wherein providing a graphical representation of a user interface comprises providing a graphical representation of a listbox.
11. (original) The method of claim 10, wherein providing a graphical representation of a listbox comprises providing a graphical representation of a listbox that includes said graphical representation of the first user interface component in the form of a list item.
12. (original) The method of claim 10, wherein providing a graphical representation of a listbox comprises providing a graphical representation of a listbox that includes said graphical representation of the first user interface component in the form of a textbox representation.

13. (original) The method of claim 10, wherein providing a graphical representation of a listbox comprises providing a graphical representation of a listbox that includes said graphical representation of the first user interface component in the form of a combobox representation.

14. (original) The method of claim 9, wherein providing a graphical representation of a user interface comprises providing a graphical representation of an Internet browser interface.

15. (original) The method of claim 1, wherein receiving a selection input that corresponds to the graphical representation of the first user interface component comprises receiving a selection input at a coordinate location that lines up with the graphical representation of the first user interface component.

16. (currently amended) The method of claim 1, providing a graphical representation comprises providing a ~~jpeg~~ computer-readable image format representation.

17. (currently amended) A computer implemented method for selectively loading controls, the method comprising:

providing a graphical representation of a user interface that contains a plurality of graphical representations of individual user interface components, each graphical representation of an individual user interface component being associated with a control;

receiving a user input;

identifying one of the graphical representations of the plurality of individual user interface components as being associated with the user input; and

loading a first control, the first control being associated with said one of the graphical representations;

receiving a second user input;

identifying one of the graphical representations of the plurality of individual user interface components as being associated with the second user input;

terminating the first control in response to the second user input;

loading a second control in response to the second user input, the second control being associated with said one of the graphical representations associated with the second user input.

18. (original) The method of claim 17, wherein identifying said one of the plurality comprises determining which of the plurality contains a coordinate location associated with the user input.

19. (currently amended) A user interface comprising a plurality of graphical representations of user interface components, at least one graphical representation having a visual appearance of a mechanism for facilitating an input of text, wherein each of said plurality is associated with a control, and wherein each control is configured to be loaded exclusively and not concurrently with another control that has not been terminated, and wherein each control is configured to be loaded in response to ~~only after a user selection is effectuated~~ at a coordinate location within its respective graphical representation.

20. (cancelled)

21. (new) The method of claim 17, and further comprising:

receiving a data input that corresponds to said first control;

rendering a representation of the data input as part of the graphical representation identified as being associated with the user input, wherein rendering occurs prior to said terminating the first control.